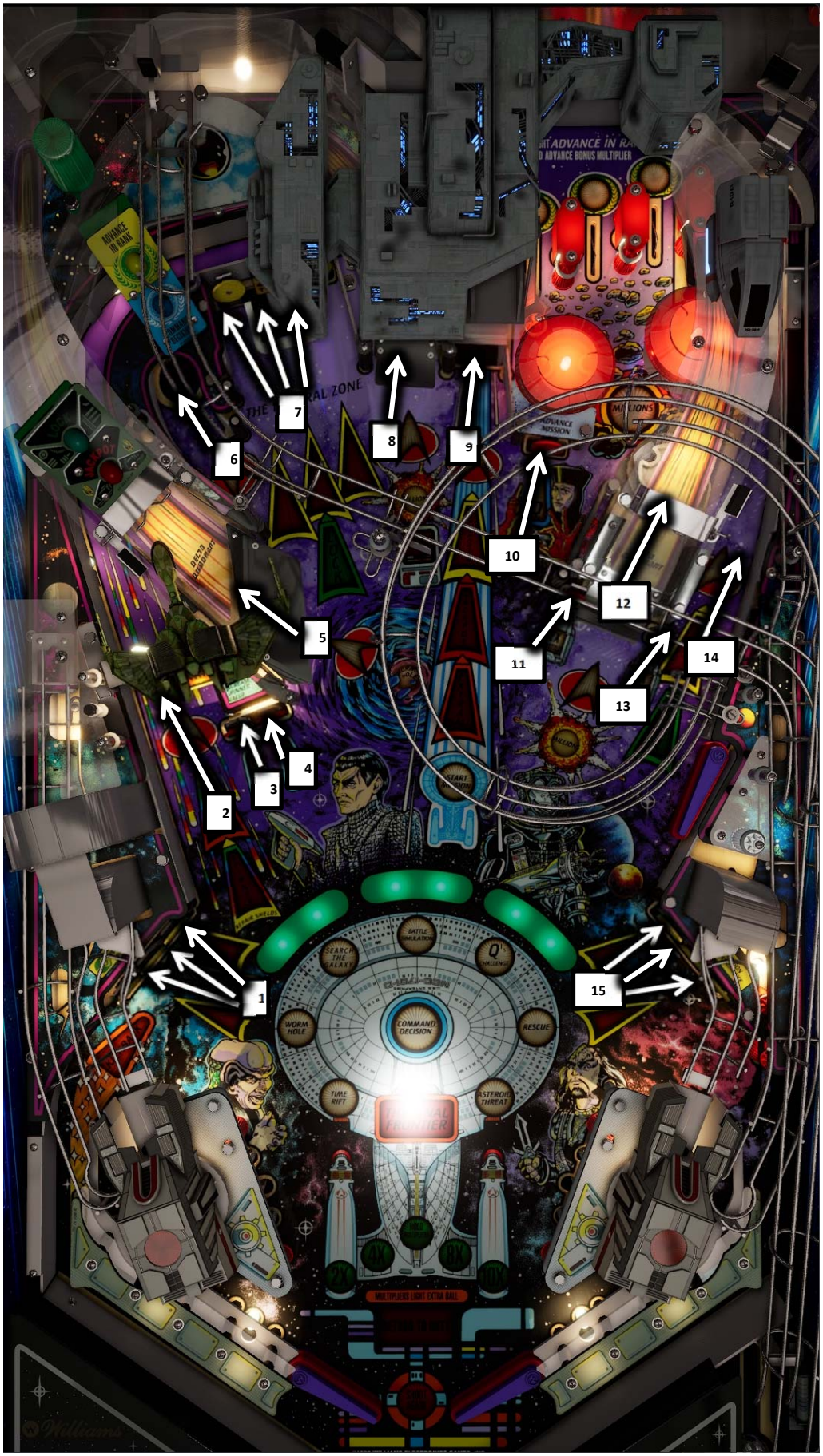
Williams Pinball – Star Trek: The Next Generation Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. Left Rank Spot Targets
2. Warp Orbit (Left Orbit)
3. Time Spot Target
4. Rift Spot Target
5. Delta Quadrant Ramp
6. Command Decision Sink Hole
7. Neutral Zone Targets/Sink Hole
8. Alpha Quadrant Ramp
9. Mission Sink Hole
10. "Q" Spot Target
11. Left Shuttle Spot Target
12. Beta Quadrant Ramp
13. Right Shuttle Spot Target
14. Holodeck Orbit (Right Orbit)
15. Right Rank Spot Targets

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This guide is based off the Pinball FX (PS5) version of the table on default controls. Some of the controls will be different on the other versions (Xbox & PC, etc...), but everything else in the guide remains the same.**

INTRODUCTION



Zen Studios is bringing world-renowned pinball tables to *Pinball FX*! It is time to engage! Experience an out-of-this-galaxy pinball adventure coming to Pinball FX! One of the most requested tables of all time, **Star Trek™: The Next Generation** from 1993.

Features a classic, exact replica version of the table as well as a remastered version, transforming this renowned table into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Star Trek™ The Next Generation. Star Trek™ The Next Generation was released in November, 1993 by Williams. Designed by Steve Ritchie, Dwight Sullivan & Greg Freres. Programmed by Dwight Sullivan & Matt Coriale. It had a production run of 11,728 units.







I hope my Guide will help you understand the table better.

Skill Shot

The Skill Shot on this table is a bit different then what you would be accustomed to. Upon starting a new ball, you will be given a chance to select one of the five awards displayed on the Dot-Matrix Display. The highlighted award will automatically cycle between each other. Although, you can manually cycle between the awards via the flipper buttons on your controller. When you desired award is highlighted, simply engage the launch button on your controller to acquire it & the ball will be launched onto the table playfield (a Skill Shot).

The Skill Shot Awards which are available –

- "***Start Mission***" – activates the current flashing mission at time of ball launch.

- "***Flipper Skill Shot***" – lights the Beta Quadrant Ramp (12) for 12 seconds. The award for hitting that ramp in time will be displayed on the Dot-Matrix Display. Simply hit the ball up that ramp before the timer expires to earn the "Flipper Skill Shot Award".

  Possible Flipper Skill Shot Awards:
  - "***Extra Ball***" – automatically awards an **Extra Ball**.
  - "***Lite Extra Ball***" – this lights **Extra Ball** for collection at the Mission Sink Hole (9). Send the ball into that Sink Hole to claim the Extra Ball.
  - "***Special***" – automatically awards a **Special**. Note that **Specials** award an **Extra Ball**.
  - "***Lite Kickback***" – this enables Kickback in the Left Outlane. This means that if the ball drains down the Left Outlane, it will be kicked back up into play.
  - "***10,000,000***" – awards 10 million points.
  - "***Advance in Rank***" – this advances your current rank. Look under the "Ranks" section of the guide for more information.
  - "***Double Spin***" – this doubles the value of the Spinner (located at the entrance of the Warp Orbit (2)).
  - "***Hold Multipliers***" – carries over the End-of-Ball Bonus Multipliers to the next ball.

- "***Launch Probe***" - it begins with a ball being loaded into either the Left (on top of the Left Slingshot) or Right Probe Launcher (on top of the Right Slingshot). The loaded Probe Launcher will then begin swaying from left to right, & one of the major shots on the table playfield will be lit.

  The shots that can be lit are –
  - Warp Orbit (2).
  - Delta Quadrant Ramp (5).
  - Neutral Zone Sink Hole (7).
  - Alpha Quadrant Ramp (8).
  - Mission Sink Hole (9).
  - Beta Quadrant Ramp (12).
  - Holodeck Orbit (14)

  Shoot the ball out of the Launch Probe when it's in line with the lit shot by engaging the launch button on your controller.

  Possible Launch Probe Awards:
  - "***Extra Ball***" – automatically awards an Extra Ball.
  - "***Lite Extra Ball***" – lights **Extra Ball** for collection at the Mission Sink Hole (9).
  - "***Special***" – automatically awards a **Special**. Note that **Specials** awards an **Extra Ball**.
  - "***Kickback is lit***" – activates Kickback in the Left Outlane.
  - "***25,000,000***" – awards 25 million points.
  - "***Bonus Multiplier***" – raises the End-of-Ball Bonus Multiplier. Look under the "End-of-Ball Bonus" section of the guide for more information.
  - "***Increase in Warp***" – advances the Warp Factor. Look under the "Warp Factor" section of the guide for more information.
  - "***Double Spinner***" - this doubles the value of the Spinner (located at the entrance of the Warp Orbit (2)).

- "***Light Lock***" – This locks a ball towards the Multiball, although you'll only be able to use this method to lock 2 of the 3 balls needed to activate the Multiball. If 2 balls have been locked using the "Light Lock" award, then the award becomes "Light Holodeck". This lights the Holodeck Orbit (14). When this is lit, sending the ball around this Orbit will in-turn grant you the option of collecting 25 million points by engaging the Left Flipper, or selecting the Battle Simulator by engaging the Right Flipper. Look under the "Holodeck" section of the guide for more information.

- "***Warp Factor 4***" – this starts you up at Warp Factor 4, instead of Warp Factor 1. However, if you have reached Warp Factor 9 in the current game, then the award will be "Warp Factor 2". Look under the "Warp Factor" section of the guide for more information.

Kickback

Kickback is a very useful mechanic on this table. When activated, it will bounce back the ball if it rolls down the Left Outlane. Essentially stopping it from draining down the Left Outlane as it normally would, had it not been for the Kickback.

To activate the Kickback, hit the flashing Spot Target in the Left Rank Spot Targets (1) bank or in the Right Spot Targets (15) bank.
The Kickback can also be activated by earning the “Lite Kickback” Flipper Skill Shot Award from the Skill Shot. More information about this can be found under the “Skill Shot – Flipper Skill Shot Awards” section of this guide. Again, it can be activated by earning the “Kickback is Lit” from the Launch Probe Skill Shot Award. More information about this can be found under the “Skill Shot – Launch Probe Skill Shot Awards” section of this guide

Extra Balls/Specials

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls can be lit at Mission Sink Hole (9).



- ***Method 1***: ***Increasing the End-of-Ball Bonus Multiplier to 8X*** - Look under the "End-of-Ball Bonus Multiplier" section of the guide for more information.
- ***Method 2***: ***Collecting 15 Shuttles from the Beta Quadrant Ramp (12)*** - Look under the "Side Game Modes - Shuttle" section of the guide for more information.
- ***Method 3***: ***Earning the "Light Extra Ball" from the Flipper Skill Shot*** - Look earlier in the guide under the "Skill Shot" section for more information.
- ***Method 4***: ***Earning the "Light Extra Ball" from the Launch Probe Skill Shot*** - Look earlier in the guide under the "Skill Shot" section for more information.
- ***Method 5***: ***Advancing the Warp Factor to 8*** - Look under the "Side Game Modes - Warp Factors" section of the guide for more information. Note that the **Extra Ball** is only lit upon reaching Warp Factor 8 for the first time.

Once the **Extra Ball** is available for collection, send the ball into the Mission Sink Hole (9) to acquire it.

There are also automatic **Extra Balls** awarded via the methods listed below -

- ***Method 1***: ***Reaching level 6 in the Battle Simulation Mission*** - Look under the "Main Modes – Battle Simulation" section of the guide for more information.
- ***Method 2***: ***Picking up the Extra Ball (EB Box) during a playthrough of the Shuttle Simulation Video Mode*** - Look under the "Side Game Modes – Holodeck – Shuttle Simulation Video Mode" section of the guide for more information.
- ***Method 3***: ***Earning the "Extra Ball" on the Flipper Skill Shot, then sending the ball up the Beta Quadrant Ramp (12) within the time limit*** - Look earlier in the guide under the "Skill Shot" section for more information.
- ***Method 4***: ***Earning the "Extra Ball" on the Launch Probe Skill Shot*** - Look earlier in the guide under the "Skill Shot" section for more information.
- ***Method 5***: Method 5: ***Reaching the Replay Score*** – accumulating a score of 450 million points.

Specials –

Acquiring **Specials** will also in-turn award an **Extra Ball**.

The below methods explain how to go about collecting **Specials** –

- ***Method 1***: ***Earned once 50 & 250 Shuttles are collected*** - Look under the "Side Game Modes - Shuttle" section of the guide for more information.
- ***Method 2***: ***Earning the "Special" from the Flipper Skill Shot. Then Sending the ball up the Beta Quadrant Ramp (12) within the time limit*** - Look earlier in the guide under the "Skill Shot" section for more information.
- ***Method 3***: ***Earning the "Special" from the Launch Probe Skill Shot*** - Look earlier in the guide under the "Skill Shot" section for more information.

Raising the Multiplier

When the ball eventually drains, you will score an End-of-Ball Bonus.

This Bonus is worked out by –

- Each Main Mode activated adds 1 million points. Look under the "Main Modes" section of the guide for more information.
- For each level the Warp Factor is advanced on the current ball, it adds 1 million points. Look under the "Side Game Modes - Warp Factor" section of the guide for more information.
- A number of points is added based on your current rank. For example; at the beginning of the game, your rank is Ensign. This adds 5 million points. Look under the "Side Game Modes - Rank" section of the guide for more information on the different ranks and what is added.

End-of-Ball Bonus Multiplier –

The End-of-Ball Bonus multiplier can be increased up to 10X Times.



You can raise the multiplier by using either of the below methods –

- ***Method 1***: At the beginning of a new game, one of the Spot Targets in the banks – Left Rank Spot Targets (1) or Right Rank Spot Targets (15) will be flashing. Hitting the flashing Spot Target will in-turn make another start flashing. Hitting the second flashing Spot Target, in-turn increases the Multiplier to 2X. Once the Multiplier is increased to 2X, you'll need to hit 3 Spot Targets to increase the Multiplier further.
- ***Method 2***: Completing the all 3 unlit Bonus Multiplier Rollovers, these are located just above the Jet Bumpers. Each time the ball rolls down an unlit Rollover, that Rollover then lights and is completed. You can alternate the completed Rollover lights by engaging the Flippers, so that the Ball always rolls down an unlit Rollover. Each time the 3 Rollovers are completed, the Multiplier is raised & Rollovers reset. Repeat this process to raise the Multipliers.

Side Game Modes

- **Artefacts** –

  There are 4 Artefacts that are important to collect throughout your time playing the game.

  These Artefacts are:
  - Dilithium Crystral.
  - Isolinear Chip.
  - Diranium Sphere.
  - Singing Stone.

  Each time one of these are collected, you'll score 50 million points. Note that the number of Artefacts collected determines the value of all lit shots during the Final Frontier Wizard Mode. Each of those shots scores 25 million points times the number of Artefacts collected. Upon the Final Frontier Wizard Mode starting-up, each Artefact collected scores 100 million points & each set of 4 Artefacts collected scores an additional 100 million points.

  The Artefacts are collected by completing specific shots during the missions, by advancing the Warp Factor to 8 twice in the same game, & by picking up an Artefact in the 9th cavern of the Shuttle Simulation Video Mode. Look under the "Warp Factors" & "Holodeck" sections of the guide for more information on collecting their Artefacts.

  Collecting Artefacts from the Main Modes:

  - "***Battle Simulation***" - reach level 5 by shooting the lit shot, which will alternate between either the Neutral Zone (7) or Mission Hole(9), a total of 5 times.
  - "***Q's Challenge***" - complete 5 lit shots.
  - "***Rescue***" - complete any combination of 25 people rescued of loaded into the Shuttle.
  - "***Asteroid Threat***" - destroy 3 Asteroids by completing 3 lit shots.
  - "***Time Rift***" - score 4 Time Rift awards by completing 4 lit shots.
  - "***Worm Hole***" - score a Worm Hole value by successfully shooting the Delta Quadrant Ramp (5).
  - "***Search the Galaxy***" - complete all 3 Quadrant Ramp shots. Note that you can collect a 2nd Artefact via this mission, by completing all 3 Quadrant Ramp shots in the correct sequence, and then shooting the Neutral Zone Targets (7).

  Look under the "Main Modes" section of the guide for more information regarding the missions.

- **Shuttles** –

  Each time the ball is shot up the Beta Quadrant Ramp (12), a Shuttle is collected. Each Shuttle collected scores 10,000 points. If you manage to hit the 2X Shuttle Spot Targets – Left Shuttle Spot Target (11) &/or Right Shuttle Spot Target (13) will in-turn light them for 10 seconds. If one of them is lit, sending the ball up the Beta Quadrant Ramp (12) collects 2 Shuttles. However, if both of them are lit, sending the ball up the Beta Quadrant Ramp (12) collects 4 Shuttles.

  Once you have collected 3 Shuttles, this will in-turn light "Holodeck" at the Holodeck Orbit (14). Upon this being lit, sending the ball around that Orbit grants the option of collecting 25 million points (by engaging the Left Flipper) or playing the Shuttle Simulation Video Mode (by engaging the Right Flipper). For more information, please look under the "Holodeck" section of the guide. The "Holodeck" also lights when 9, 18, 24, 30, 36 & 42 Shuttles are collected.

  Once you have collected 6 Shuttles, this will in-turn light "Command Decision" at the Command Decision Sink Hole (6). Upon this being lit, sending the ball into it will bring up a list of missions available on the Dot-Matrix Display. You can cycle through them by engaging the Flippers, Left Flipper to move left & Right Flipper to move right. Then engage the Launch Ball button on your controller to confirm your chosen mission. Note that you will have 12 seconds to cycle & select a mission before it is automatically selected for you. The "Command Decision" also lights when 12, 21, 27, 33, 39 & 45 Shuttles are collected.

  Once you have collected 15 Shuttles, this will in-turn light "**Extra Ball**" at the Mission Sink Hole (9). Send the ball into that Sink Hole to acquire the **Extra Ball**.
  A **Special** is awarded automatically once 50 & 250 Shuttles are collected. Note that **Specials** award an **Extra Ball**.
  After 250 Shuttles are collected, the Shuttle count will reset to 0.

- **Warp Factors** –

  You can acquire useful awards via the Warp Factors. Each new ball starts at Warp Factor 1. Sending the ball up the Delta Quadrant Ramp (5) or the Warp Orbit (2) when "Warp Factor" is lit will in-turn advance the Warp Factor to the next level. "Warp Factor" can be lit for 10 seconds by sending the ball around the Warp Orbit (2), Delta Quadrant Ramp (5) or by completing the Right Inlane Rollover.

  The Warp Factor rewards are as follows;

  - "***Warp Factor 2***" – scores 5 million points.
  - "***Warp Factor 3***" – This makes each hit to the Jet Bumpers score 1 million points until the ball drains.
  - "***Warp Factor 4***" – This lights the Spinner (located at the entrance of the Warp Orbit (2)). When this is lit, each rotation of the Spinner scores 100 times its normal value.
  - "***Warp Factor 5***" – carries over the current End-of-Ball Bonus Multiplier to the next ball.
  - "***Warp Factor 6***" – lights "Start Hurry-Up" in the Left Inlane & "Super Spinner" in the Right Inlane. Upon these being lit; completing the Right Inlane lights the Spinner for 1 million points per rotation of the Spinner, whereas completing the Left Inlane will start a Hurry-Up mode at the Holodeck Orbit (14). The latter starts a countdown visible on the Dot-Matrix Display, 50 million points will begin to rapidly decrease on the Display, until it reaches 10 million points. Simply send the ball around the Holodeck Orbit (14) before the value reaches 10 million points to score the current value on display on the Dot-Matrix.
  - "***Warp Factor 7***" – This doubles the value of the Spinner (located at the entrance of the Warp Orbit (2)) until the ball drains.
  - "***Warp Factor 8***" – lights "**Extra Ball**" for collection at the Mission Sink Hole (9). Note that the second time you advance again back to Warp Factor 8, you'll earn an Artefact worth 50 million points.
  - "***Warp Factor 9***" – activates the Factor 9 mode, each shoot up the Delta Quadrant Ramp (5) or the Warp Orbit (2) advances the Warp Factor by .1. Activating "Factor 9" advances the Warp Factor to 9.1 and scores 20 million points. Each time the Warp Factor is advanced, said value increases by 5 million points, up to a maximum of 60 million for Warp Factor 9.9. Each time the Warp Factor is advances, it starts a 10 second timer. In this time, you must advance the Warp Factor, otherwise the mode will end. If/When you reach Warp Factor 9.8, said timer will be increased to 20 seconds to advance to Warp Factor 9.9, which is the final Warp Factor level. Once the "Factor 9" mode ends the Warp Factor resets to 1, and only the Warp Orbit (2) can be used to advance the Warp Factor.

  Note – one of the Skill Shot Awards is "Warp Factor 4". Selection advances the Warp Factor immediately to Warp Factor 4. Although, if the "Factor 9" mode has been previously activating in the current game, this Skill Shot Award changes to "Warp Factor 2". Look earlier in the guide under the "Skill Shot" section for more information.

  Each time the Warp Factor is advanced, it in-turn adds 1 million points to the End-of-Ball Bonus. However, please note that said Bonus resets with each new ball.

- **Neutral Zone Modes** –

  Hitting any combination of the 3 Neutral Zone Targets (7) 3 times.



  The notification lamps under the targets will show you how many you have/need to hit. Once they have been hit 3 times, the same lamps will begin to flash., and once they are flashing simply send the ball into the Neutral Zone Hole (7) to start one of these modes. Although, you will need to make sure to hit the ball with enough power that it hits a target that is just behind the Neutral Zone Hole (7) in order for one of three modes to activate -

  The mode which is activated will be randomly chosen between these 3 modes - Ferengi, Romulan or Cardassian.

  After one of those modes have been activated, repeating the above activation process causes "Lock" to become available at the Neutral Zone Hole (7). Look under the "Multiball Mode" section of the guide for more information on the locking and multiball mode itself.

  - ***Ferengi***: Upon this mode starting 5 million points will be automatically added to your score. A ball is immediately loaded into the Right Probe Launcher (on top of the Right Slingshot), this then begins moving left to right. The Mission Sink Hole (9) will be lit for a **Jackpot** & the Neutral Zone Targets (7) lights will be for adding balls. Wait until the Probe Launcher is in line with the target you wish to hit, then engage the launch button on your controller to shoot the ball towards it. Hitting any of the Neutral Zone Targets (7) in-turn activates a 3-ball Multiball Mode. Whereas, if you hit the Mission Sink Hole (9) you'll score a **Jackpot** & in-turn activate a 2-ball Multiball Mode. However, if you miss the targets completely from the Probe Launcher, then a 2-ball Multiball Mode activates. Whether you make any of the shots or not, a 10 second timer is activated, the Mission Sink Hole (9) remains available for a **Jackpot** & the Neutral Zone Targets (7) also remains lit for adding balls. While this timer is active, any hit to the Neutral Zone Targets (7) adds a ball (up a maximum of 4 balls in play). Drained balls can be relaunched during this time by simply hitting the Neutral Zone Targets (7). Once the timer has expired, hitting the Neutral Zone Targets (7) won't add any more balls into play. Although, the Jackpot remains lit at the Mission Sink Hole (9). Each successful shot into the Mission Sink Hole (9) scores a **Jackpot** worth 10 million points multiplied by the number of balls currently in play. You can raise the **Jackpot** value by 2 million points by hitting any of the Left Rank Spot Targets (1). Although, this value the **Jackpot** value can only be increased to a maximum of 30 million points.

    The Ferengi mode ends once all but one ball remains in play.

- ***Romulan***: Upon this mode starting 5 million points will be automatically added to your score The goal here is to cloak all 3 ships simultaneously. These ships can be seen on the Dot-Matrix Display.

  Upon the mode activating; a 40 second timer immediately begins counting down, both the Warp Orbit (2) & Beta Quadrant Ramp (12) will be lit. Hitting either of those, awards 10 million points & cloaks the corresponding ship on the Dot-Matrix Display. After-which a 15 second timer starts, and you'll need to attempt to hit the lit shots in order to cloak the other ships before said timer expires. Otherwise, the ship will reappear & the shot will relight. Note that shots will only stay lit for 18 seconds before they time out. & rotate to a different location.

  The shots that can be lit during this mode are –

  - Warp Orbit (2)
  - Alpha Quadrant Ramp (8).
  - Beta Quadrant Ramp (12)

  Tip – an easy way to cloak all 3 ships is by hitting the Right Rank Spot Targets (15). Hitting any of those 3 Spot Targets replaces 1 of the ships on the Dot-Matrix Display with a Klingon ship for the duration of the mode. Both the outer ships can be replaced with Klingon ships, except for the centre ship. Upon replacing a ship with a Klingon ship; it causes the corresponding lit shot to deactivate on the playfield, thus you will not need to cloak that ship to win the mode.

  The Romulan mode ends if the 40 second timer expires, or you successfully cloak or replace all 3 of the ships. If you manage to successfully cloak or replace all 3 of the ships, you'll earn 30 million points.

- ***Cardassian***: Upon this mode starting 5 million points will be automatically added to your score. This mode is a 2-ball multiball mode, which the Neutral Zone Targets (7) will be lit for a **Jackpot**. Each hit to any of the Neutral Zone Targets (7) grants **Jackpot** award. The value of said **Jackpot** is determined by the current shield level of the Enterprise when the **Jackpot** was scored. The shield level begins at 100%, although after every 10-12 seconds the Enterprise will be shot, thus lowering its shield level.

  Here is how the shield level translates to the **Jackpot** value:
  - 100% shield - 50 million points.
  - 83% shield - 30 million points.
  - 66% shield - 25 million points.
  - 50% shield - 20 million points.
  - 33% shield - 15 million points.
  - 17% shield - 10 million points.
  - 0% shield - 5 million points.

  Once the shield level is lowered, it can be raised again by hitting the Spinner located at the entrance of the Warp Orbit (2). Upon said Spinner being hit, its rotations will in-turn corelate to the amount of shield level regained.

  The Cardassian mode ends once all but one ball remains in play.

- **Ranks**–

Note that advancing the Ranks is a good way to accumulate a lot of points towards the End-of-Ball Bonus. In order for you to advance in rank, you will need to send the ball into the Command Decision Sink Hole (6), when "Advance Rank" is lit. This is lit at the start of a new game and is relit each time the End-of-Ball Bonus Multiplier is increased.
There are two ways to go about increasing the End-of-Ball Bonus Multiplier on this table.

1. First one – at the start of a new game, one of the Spot Targets in either the Left Rank Spot Targets (1) Bank or Right Rank Spot Targets (15) Bank will be flashing. Hitting the flashing Spot Target will then make another Spot Target flash. Hitting the second flashing Spot Target will in-turn increase the End-of-Ball Bonus Multiplier to 2X & lights "Advance Rank "at the Command Decision Sink Hole (6). Once the Multiplier is increased to 2X, you must hit 3 flashing Spot Targets to increase the Multiplier.
2. Second – Complete the 3 unlit Bonus Multiplier Rollovers above the Jet Bumpers. Note that you can cycle through the lit Rollovers by engaging the Flippers to move it from left to right, so that you can have the ball roll down an unlit Rollover each time.

At the start of a new game, your rank is "Ensign". This adds 5 million points to the End-of-Ball Bonus. Here are the ranks;

- "***Ensign***" – adds 5 million points to the End-of-Ball Bonus.
- "***Lieutenant***" – adds 10 million points to the End-of-Ball Bonus.
- "***Lieutenant Commander***" – adds 15 million points to the End-of-Ball Bonus.
- "***Commander***" – adds 20 million points to the End-of-Ball Bonus.
- "***Captain***" (this is the highest rank) – adds 25 million points to the End-of-Ball Bonus.

If you manage to advance your rank all the way to "Captain" & send the ball into the Command Decision Sink Hole (6) when "Advance Rank" is lit, you'll score 100 million points. Note that this is awarded instantly to you, instead of being a part of the End-of-Ball Bonus.

Another way to advance your rank is by selecting the "Advance Rank" Skill Shot Award. Selecting this reward, will in-turn light the Beta Quadrant Ramp (12) for 10 seconds, and if you manage to send the ball up that ramp before said timer elapses, you'll advance your rank. Look earlier in the guide under "Skill Shot" for more information.

- **Holodeck**–

The Holodeck allows you to accumulate some quick points or to activate the Video Mode, Shuttle Simulation. When "Holodeck" is lit, sending the ball around the Holodeck Orbit (14) will give you the option to collect 25 million points by engaging the Left Flipper or playing the Shuttle Simulation Video Mode by engaging the Right Flipper.

The "Holodeck" is lit after you manage to collect 3, 9 18, 24, 30, 36 & 42 Shuttles. Note each ball sent successfully up the Beta Quadrant Ramp (12) collects a Shuttle.

➢ ***Shuttle Simulation Video Mode***:
The Shuttle Simulation Video Mode is a special mode which is played out on the Dot-Matrix Display. In this Video Mode you'll be controlling a Shuttle which you must safely navigate through a series of caverns. Using the Flipper buttons to move the Shuttle left & right – Engage the Left Flipper to move left, and engage the Right Flipper to move right. At the end of each cavern, it will split into two, therefore you'll need to select one of those directions to veer the Shuttle towards otherwise you'll crash into the cavern wall. The goal here is to clear a total of 10 caverns while avoiding mines & collecting rewards. Most of the rewards available will be 10-million-point pick-ups, however there is an **Extra Ball** that can be collected by running over it in a cavern. The **Extra Ball** is a boxed labelled, "EB". Note that you can also collect an Artefact in the 9th cavern by running over it. Again, the Artefact once collected scores 50 million points. Each cavern cleared scores 1 million points.

The Shuttle Simulation Video Mode ends once either; you clear all 10 caverns, or run into a wall or mine.

➢ ***Hidden Third Choice:***
Note that besides the obvious two choices at the Holodeck – score 25 million points or start the Shuttle Simulation Video Mode. There is in fact a hidden third choice. To choose this third option – while 25 million points & Space Simulation are displayed on the screen, engage the Ball Launcher & then the Right Flipper. This now allows you to play a hand of Poker against Riker.

❖ ***Poker***:
The round of Poker begins by showing your five card and Riker's five cards. You'll then have 15 seconds to choose which cards you wish to replace. Use the Flipper buttons to cycle left & right through the cards. Engage the Ball Launcher to select the highlighted cards for replacement. Once you've chosen the cards you wish to replace, simply engage both Flippers to have new cards dealt. It will automatically do this if the 15 second timer elapses. Once the new cards have been dealt out, your hand is compared to Riker's hand using standard Poker rules. If Riker wins, you score 5 million points. However, if you win, you'll score 25 million points. A number of points are then awarded based on the strength of your hand. The better your hand, the more points you'll score.

- ***Secret Video Mode – Breakout***:
  There is also a secret Video Mode that can be activated from the "Holodeck". You can access it by doing the following – enter this Flipper combination:

  - Engage ***Both*** Flippers once.
  - Engage the ***Left*** Flipper twice.
  - Engage the ***Right*** Flipper once.
  - Engage the ***Left*** Flipper four times.
  - Engage the ***Right*** Flipper once.
  - Engage the ***Left*** Flipper eight times.
  - Engage the ***Right*** Flipper twice.

  Once this combination has been entered, send the ball around the Holodeck Orbit (14) the next time "Holodeck" is lit. While the options of 25 million points & Space Simulation are displayed on the screen, engage the Ball Launcher & then the Right Flipper. This will now cause the secret Video Mode to activate, which is a version of Breakout. You can move the paddle by engaging the Flipper buttons – Left Flipper to move left, & Right Flipper to move right. The goal here is simple – just keep the ball from going pass your paddle as it rebounds off of it to break the blocks.

- ***Secret Mission***:
  This is yet another hidden feature of the "Holodeck" on this table. Now you will notice that each time "Holodeck" is lit, the Dot-Matrix Display will indicate – "Holodeck X is Ready". When it says "Holodeck 3 is Ready", engage the Ball Launcher 3 times. If done right, this activates the Secret Mission & a 20 second timer. During this time, all Targets etc. on the table playfield are worth 1 million points plus a random number.

- **Explosive Millions**–

  Yet another way to amass points. When you shoot either the Alpha Quadrant Ramp (8) or Beta Quadrant Ramp (12), this will in-turn light "Millions" at both of these Ramps for about 10 seconds. Now, sending the ball back either Ramp before the timer elapses awards you with 5 million points, along with resetting the timer. Sending the ball up either Ramp again before said timer expires scores 10 million points and resets the timer. This value continues to increase by 10 million points each either Ramp is shot, up to a maximum of 50 million points. Although, do note that if the timer expires before hitting either Ramp, then the Explosive Millions Value awarded resets.

- **Misc. Scoring** –

  - ***Completing the Left or Right Inlane Rollover*** – scores 10,000 points.
  - ***Completing the Left or Right Outlane Rollover*** – scores 500,000 points.
  - ***Hitting an unlit Spot Target in either the Left Rank Spot Targets (1) or Right Spot Targets (15) banks*** – scores 1,000 points.
  - ***Hitting a flashing Spot Target in either the Left Rank Spot Targets (1) or Right Spot Targets (15) banks*** – scores 0 points if it activates the Kickback. Once the Kickback is activated however, hitting the flashing Target scores 1 million points. Although, if hitting the flashing Target increases the End-of-Ball Bonus Multiplier, it scores 2 million points instead.
  - ***At the start of each game, the Spinner (located at the entrance of the Warp Orbit (2))*** scores 1,000 points per rotation.
  - ***Each hit of the Time Spot Target (3) or Rift Spot Target (4)*** scores 10 million points & increases the Spinners value per rotation by 1,000 points. The Spinner value caries over throughout your game.
  - ***Each hit to the "Q" Spot Target (10)*** scores 10 million points.
  - ***Completing an unlit Bonus Rollover (these Rollovers are located above the Jet Bumpers)*** scores 100,000 points. However, completing a lit Bonus Rollover only scores 1,000 points. If you manage to complete all 3 Bonus Multiplier Rollovers you'll score 1 million points. Each time all 3 Bonus Multiplier Rollovers are completed, it in-turn increases the End-of-Ball Bonus Multiplier. Once this Multiplier is increased to 10X, completing all 3 Bonus Multiplier Rollovers scores 10 million points. This value will increase by 10 million points each time all 3 Bonus Multiplier Rollovers are completed, up to a maximum of 250 million points. Note that once the 250 million points value is scored, the value for completion of the 3 Bonus Multiplier Rollovers reverts to 4 million points, The value then continues to be increased by 10 million points each time the 3 Bonus Multiplier Rollovers are completed.
  - ***During normal gameplay & while the End-of-Ball Bonus is being calculated, you will sometimes hear, "Had you propelled the ball along the proper trajectory, you would have been rewarded."*** If you manage to engage both Flippers while Data is saying this, it scores 10 million points.

Multiball Mode –

- ## Borg Multiball *3 Balls*:

Activation –

You will first need to lock 3 balls to activate this Multiball. Each ball that you successfully lock grants you 10 million points. Sending the ball around the Holodeck Orbit (14) will in-turn activate "Lock".



Once this is activated, send the ball again around the Holodeck Orbit (14) & this time that ball will be locked.



Two of the three balls needed to lock, can be locked into the Holodeck Orbit (14) using the Skill Shot method by selecting "Light Lock" (look under the "Skill Shot" section of this guide for more information).

Balls can also be locked by shooting the ball up the Delta Quadrant Ramp (5), when "Lock" is lit above it. For each Multiball activation process, only one of the balls can be locked into the Delta Quadrant Ramp (5).

The first time the Holodeck Orbit (14) is shot, it will light "Lock" at the Delta Quadrant Ramp (5) & Holodeck Orbit (14). Once a ball is locked via the Delta Quadrant Ramp (5), shooting the Holodeck Orbit (14) will only light "Lock" at the Holodeck Orbit (14).

For the first Multiball of the game, balls can also be locked into the Neutral Zone Sink Hole (7). Hitting the Neutral Zone Targets (7) 3 times normally lights the Neutral Zone Sink Hole (7) for Ferengi, Romulan or Cardassian modes. Once 1 of those modes have been activated, shooting the Neutral Zone Targets (7) 3 times will now light "Lock" at the Neutral Zone Sink Hole (7). The "Lock" here will also light every 4th time the 3 Neutral Zones are completed. Note that upon Multiball being activated once, "Lock" can no longer be lit at the Neutral Zone Sink Hole (7), until you start a new game.

Mode itself -

This is a 3 ball Multiball Mode, during this Mode, it begins with a ball being loaded into the left Probe Launcher (on top of the Left Slingshot) & the Mission Sink Hole (9) will be lit for a **Jackpot**.



At the start of new game, the **Jackpot** value is 20 million points. This value can be raised with each hit to the table's Jet Bumpers, every hit will in-turn increase the value by 250,020 points. This can be done before, and during the Multiball. Once the ball is loaded into the left Probe Launcher (on top of the Left Slingshot) it will begin swaying from left to right. Wait until the left Probe Launcher (on top of the Left Slingshot) is aimed at the Mission Sink Hole (9), then immediately press the launch button on your controller to shot the ball into the hole. If you manage to successfully send the ball into the Mission Sink Hole (9) the **Jackpot** value will increase by 10 million points, and you will also score that value. Once done, the ball is reloaded into the left Probe Launcher (on top of the Left Slingshot). The Mission Sink Hole will be lit, now if you manage to successfully send the ball into the Mission Sink Hole (9) again the **Jackpot** value will increase by another 10 million points, and you will also score double the **Jackpot** value. After-which, the ball is again reloaded into the left Probe Launcher (on top of the Left Slingshot). The Mission Sink Hole will be lit, now if you manage

to successfully send the ball into the Mission Sink Hole (9) again, the **Jackpot** value will increase by another 10 million points, and you will also score triple the **Jackpot** value. Once you shoot the Mission Sink Hole (9) a third time, or missed shooting it on any of the three attempts, a 3-ball Multiball is then activated. Again, the **Jackpot** will be lit at the Mission Sink Hole (9) & Delta Quadrant Ramp (5). The **Jackpot** remains lit at the Delta Quadrant Ramp (5) for the entire duration of the Borg Multiball. Shooting a ball up the Delta Quadrant Ramp (5) scores triple the current **Jackpot** value. Whereas sending a ball into the Mission Sink Hole (9) the 1st time scores a normal **Jackpot**. A 2nd time scores a double the current **Jackpot** value. A 3rd time scores a triple the current **Jackpot** value. Repeatedly sending a ball into the Mission Sink Hole (9) during the Multiball will have it cycling between those 3 **Jackpot** values, each time the **Jackpot** is scored via the Mission Sink Hole (9).

Note that during this Multiball the Borg ship will occasionally fire at the U.S.S Enterprise ship, resulting in your shields lowering. Shooting the balls through the Spinner (located at the entrance of the Warp Orbit (2)) raises the shields back up.



Remember! That the **Jackpot** values are unaffected by the shield levels, unless they reach **0%**. If this happens, then the **Jackpot** turns off at the Mission Sink Hole (9). However, it can be relit by raising the shield levels, by of course sending the ball/s through the Spinner.

The Multiball ends once 2 of the 3 balls drain, and you return to singular ball play.

Main Missions –

The main goal of this table is to complete the 7 U.S.S Enterprise missions –

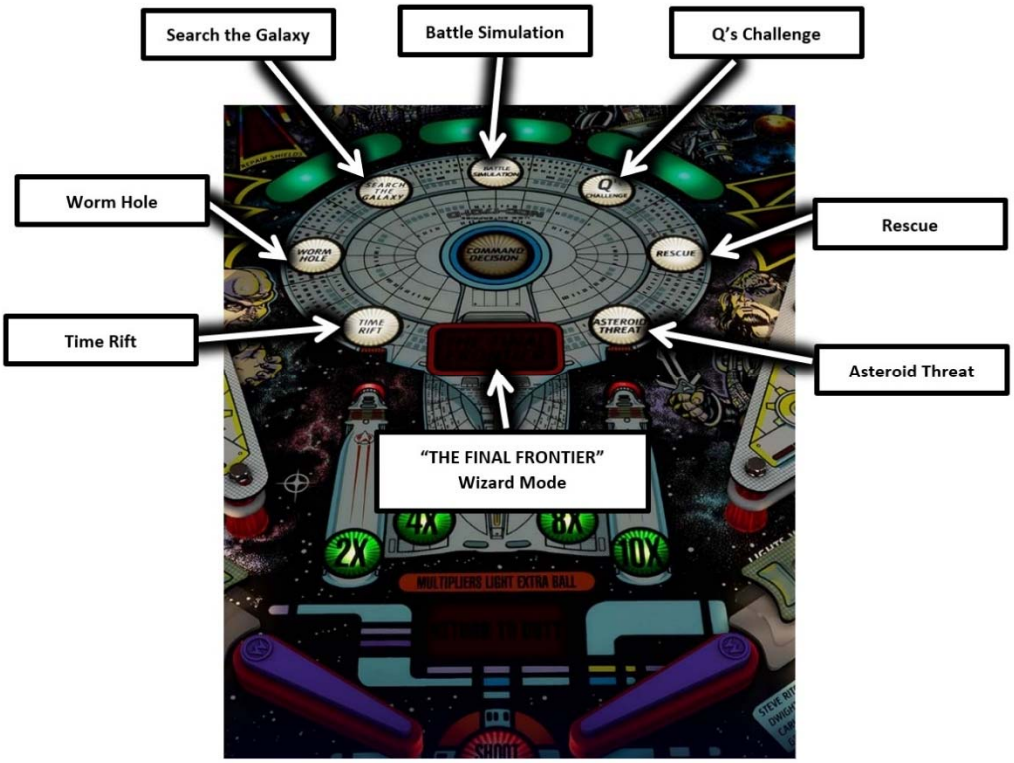
Activating a mission –

You can do so via the below methods:

- Send the ball into the Mission Sink Hole (9). This will in-turn activate the current flashing mission. Note that each hit on the Jet Bumpers or "Q" Spot Target (10) changes the current flashing mission.

- You can also activate the current flashing mission via the Skill Shot, by selecting the "Start Mission" option. The different options for the Skill Shot will cycle automatically on the Dot-Matrix Display, although you may use the flipper buttons to manually cycle through the options available. Simply press the launch button when "Start Mission" is highlighted to select it. Look earlier in the guide under the "Skill Shot" section for more information.

- Another way you can activate a mission is by sinking the ball into the lit Command Decision Sink Hole (6). Doing so, will display a list of the missions available for selection. Cycle through them using the flipper buttons, & press the launch button to select your mission. Note that you'll have roughly 12 seconds to select a mission.
  The Command Decision Sink Hole (6) is lit at the start of the game, and it can be relit by collecting 6, 12, 21, 27, 33, 39 & 45 Shuttles from the Beta Quadrant Ramp (12). Another feature of the Command Decision Sink Hole (6) is that once per game, it allows you to re-activate a mission that has previously been activated.



- **Battle Simulation:**

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under "Main Modes – Activating a mission", of course the mission that needs to be flashing is "Battle Simulation" for this to activate.

Once the mission begins, the ball will be loaded into one of the Probe Launchers (these are located on top of the Slingshots), at which point they will begin swaying left to right.

- If the ball is loaded into the left Probe Launcher – it lights the Mission Sink Hole (9).
- If the ball is loaded into the right Probe Launcher – it lights the Neutral Zone Targets/Sink Hole (7).

Now, wait until the Probe Launcher is aimed at the lit target and then press the ball launch button on your controller to shoot the ball out of it. You'll have roughly 7 seconds to send the ball out of the Probe Launcher, otherwise it will automatically be kicked out of it.

When the Battle Simulation starts, you begin at level one. Each shoot from the Probe Launcher that hits the lit Neutral Zone Targets/Sink Hole (7), or Mission Sink Hole (9), will in-turn increase the level by one & score 10 million points, multiplied by your current numerical level value. Basically, this means that for level one you'll score 10 million points, level two would be 20 million points & so forth.
If you manage to reach level 5, you'll then earn an Artefact which is worth 50 million points in itself. The maximum level is six, which scores you 100 million points & awards an **Extra Ball**.

Each time you successfully shoot either of the lit Neutral Zone Targets/Sink Hole (7), or Mission Sink Hole (9), the ball will in-turn be returned to the Probe Launcher.
Note that the first time you fail to make either of these shots, a 20 second timer begins, it then lights the Neutral Zone Targets/Sink Hole (7), Command Decision Sink Hole (6), Mission Sink Hole (9) & the Holodeck Orbit (14). Shooting any of these causes one of the Probe Launchers to be reloaded, & relights either the Neutral Zone Targets/Sink Hole (7), or Mission Sink Hole (9) for another attempt at increasing your level. The 20 second timer pauses while the ball is being reloaded into the Probe Launcher.

The "Battle Simulation" ends once one of the following occurs –
- Reach level six.
- The 20 second timer elapses.
- The ball drains.

- ## Q's Challenge:

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under "Main Modes – Activating a mission", of course the mission that needs to be flashing is "Q's Challenge" for this to activate.

Once the mission begins, these shots will be lit –

- Warp Orbit (2).
- Alpha Quadrant Ramp (8).
- Beta Quadrant Ramp (12).

These will remain lit for about 25 seconds. Hitting any of these shots will award you with 10 million points & lights up another shot on the playfield for a further 25 seconds.

Note that other targets that may be lit for the Q's Challenges include –

- Delta Quadrant Ramp (5).
- Command Decision Sink Hole (6).
- Mission Sink Hole (9).
- Holodeck Orbit (14).

Each time one of these lit shots are completed, the value awarded increases by 10 million points, up to a maximum of 100 million points.

Completing 5 shots during this mission grants you an Artefact, which is worth 50 million points.

Another way that you can light shots during this mission is to hit the "Q" Spot Target (10). Each hit to that Spot Target lights another shot. The "Q's Challenge" mission ends once all of the lit shots time out, or the ball drains.

- **Rescue:**

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under “Main Modes – Activating a mission”, of course the mission that needs to be flashing is “Rescue” for this to activate.

Once the mission begins, a 30 second timer will begin counting down on the Dot-Matrix Display. Note that 5 million points are automatically awarded upon starting this mission. Now, as for the goal of this mission, it’s to rescue 50 people before the timer elapses. Upon this mission starting there will already be 4 people already loaded onto the shuttle & every target on the table playfield loads another onto the shuttle. Each person loaded onto the shuttle earns you 1 million points. Shooting the ball up the Alpha Quadrant Ramp (8) or Beta Quadrant Ramp (12) rescues the people who are loaded into the shuttle. Each rescued person will in-turn reward you with 1 million points. Note that shooting the ball into the Mission Sink Hole (9) will always rescue 5 people, regardless of how many people have been previously loaded into the shuttle. Now, rescuing people by sinking the ball into the Mission Sink Hole awards you with 2 million points per person.

Now any combination of loading & rescuing 25 people during this mission will in-turn award you with an Artefact, worth 50 million points.
Also, any combination of loading & rescuing 50 people during this mission (any combination works) will in-turn award you 10 million points, which is called “All Personal Ready.”
But, if you manage to rescue 50 people, you’ll be granted with a 50 million points reward.

The “Rescue” mission ends if either occurs – rescue all 50 people, the 30 second timer elapses or the ball drains.

- ## Asteroid Threat:

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under "Main Modes – Activating a mission", of course the mission that needs to be flashing is "Asteroid Threat" for this to activate.

Once the mission begins, 20 million points will begin decreasing rapidly on the Dot-Matrix Display. Sending the ball into the Mission Sink Hole (9) destroys the first asteroid, this in-turn stops & scores the current displayed score on the Dot-Matrix Display. After which, that value now becomes the value for each asteroid you manage to destroy during this mission. Although, if you fail to hit the ball into the Mission Sink Hole (9), then the score drops to 5 million points & that now becomes the value for asteroids destroyed.

Once the Asteroid Value has been set, a 30 second timer begins & all of the major shots on the playfield will be lit. These lit shots are –

- Warp Orbit (2).
- Delta Quadrant Ramp (5).
- Command Decision Sink Hole (6).
- Alpha Quadrant Ramp (8).
- Mission Sink Hole (9).
- Beta Quadrant Ramp (12).
- Holodeck Orbit (14).

Each of the above shots can only be hit once. Shooting any of those will in-turn destroy an asteroid and score the Asteroid Value.

Note that if you manage to destroy 3 of the 7 asteroids, you'll earn an Artefact worth 50 million points. Also, if you manage to destroy all 7 asteroids, you'll earn an additional 50 million points.

The "Asteroid Threat" mission ends once either all 7 asteroids are destroyed, the 30 second timer expires or the ball drains.

- **Time Rift:**

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under “Main Modes – Activating a mission”, of course the mission that needs to be flashing is “Time Rift” for this to activate.

Once the mission begins, a 20 second timer will begin counting down. While said timer is active, each shot to the Warp Orbit (2), Delta Quadrant Ramp (5), Command Decision Sink Hole (6), Alpha Quadrant Ramp (8), Mission Sink Hole (9), Beta Quadrant Ramp (12) or Holodeck Orbit (14) scores a Time Rift Award. Note that the Time Rift Award starts at 10 million points. Each hit to the Time Rift Spot Targets – Time Spot Target (3) & Rift Spot Target (4) increases said value by 5 million points, up to a maximum of 25 million points. Note that the first time either of those Time Rift Spot Targets are hit, it will in-turn add 15 seconds to the mission timer. The second time either of those Time Rift Spot Targets are hit, it will in-turn add 10 seconds to the mission timer. The third time either of those Time Rift Spot Targets are hit, it will in-turn add 5 seconds to the mission timer. Although, please note that the timer can’t be increased past 25 seconds.

You can collect an Artefact if you manage to score 4 Time Rift Awards, and again this is worth 50 million points. The Time Rift mission ends once the timer expires or the ball drains.

- **Worm Hole:**

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under “Main Modes – Activating a mission”, of course the mission that needs to be flashing is “Worm Hole” for this to activate.

Once the mission begins, a 20 second timer will begin counting down on the Dot-Matrix Display. Note that 5 million points are automatically awarded upon starting this mission. The Delta Quadrant Ramp (5) will be lit for the Worm Hole Value. If you manage to send the ball up the Delta Quadrant Ramp (5) – you’ll score the Worm Hole Value, collect an Artefact worth 50 million points & the mission will end. The Worm Hole Value begins at 30 million points. While the mission timer is active, each hit up the Beta Quadrant Ramp (12) will in-turn increase said value by 10 million points. Also, each rotation of the Spinner (located at the entrance of the Warp Orbit (2)) increases this value by 1 million points. The Worm Hole Value can be increased up to a maximum of 100 million points.

The Worm Hole mission ends once either the Delta Quadrant Ramp (5) is successfully hit, the timer expires or the ball drains.

- **Search the Galaxy:**

Activation of this mission is achieved by performing one of the methods detailed earlier in the guide under “Main Modes – Activating a mission”, of course the mission that needs to be flashing is “Search the Galaxy” for this to activate.

Once the mission begins, a 40 second timer begins counting down on the Dot-Matrix Display. The Delta Quadrant Ramp (5), Alpha Quadrant Ramp (8) & Beta Quadrant Ramp (12) will all be lit. Any of these can be hit, but you’ll want to hit them in a specific order. Riker will announce which Quadrant to set a course toward. The first being, the Alpha Quadrant Ramp (8) & shooting the ball up that ramp successfully scores 10 million points. The second being, the Beta Quadrant Ramp (12) & shooting the ball up that ramp successfully scores 20 million points. The third being, the Delta Quadrant Ramp (5) & shooting the ball up that ramp successfully scores 30 million points. Completing all three Quadrant Ramp shots nets you an Artefact, worth 50 million points. Now, if you manage to hit the Quadrant Ramps in the correct sequence (previously explained), Riker plots the course for the Gamma Quadrant, which are the Neutral Zone Targets/Sink Hole (7), shooting any of those Target’s scores 50 million points & collects yet another Artefact worth again, 50 million points.

The Search the Galaxy mission ends once either the Gamma Quadrant is shot, the timer expires or the ball drains. It will also end if you completed all 3 Quadrant Ramps out of order.

Wizard Mode – The Final Frontier *6-Ball Multiball*

Once all 7 U.S.S Enterprise missions (look under the "Main Missions" section for more information) have been activated, you'll be able to activate the Wizard Mode – The Final Frontier. Send the ball into the Mission Sink Hole (9) to start the Wizard Mode.

The Final Frontier

Upon the Wizard Mode activating – 100 million points is awarded for each Artefact collected throughout your game. An additional 1 billion points is awarded for each set of four Artefacts collected throughout your game, up to a maximum of 10 sets. Please refer to the "Main Mission" sections or "Artefacts" section of the guide for more information on collecting the various Artefacts on this table.



The Final Frontier is a 6-ball Multiball Mode; 2 of these balls will be loaded into the Probe Launchers (which sit on top of the Slingshots), simple engage the ball launcher button on your controller to launch these balls into play.

All of the major shots are lit on the table playfield, these are –



- Warp Orbit (2).
- Delta Quadrant Ramp (5).
- Command Decision Sink Hole (6).
- Alpha Quadrant Ramp (8).
- Mission Sink Hole (9).
- Beta Quadrant Ramp (12).
- Holodeck Orbit (14).

Sending any of the balls into those scores 25 million points, multiplied by the number of Artefacts collected throughout your game. The maximum value of these shots is 250 million points. However, if no Artefacts have been collected, then these lit shots will only be worth 10 million points.

The Final Frontier Wizard Mode ends once 5 of the 6 balls have drained, and you return to singular ball play.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00 & deep (without their help this guide wouldn't have been possible!), not forgetting Cloda & wims**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other tables, they are available to download on the most platforms such as; PlayStation, Xbox & PC.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Make It So!"

Yours
ShoryukenToTheChin